

FIG. 1

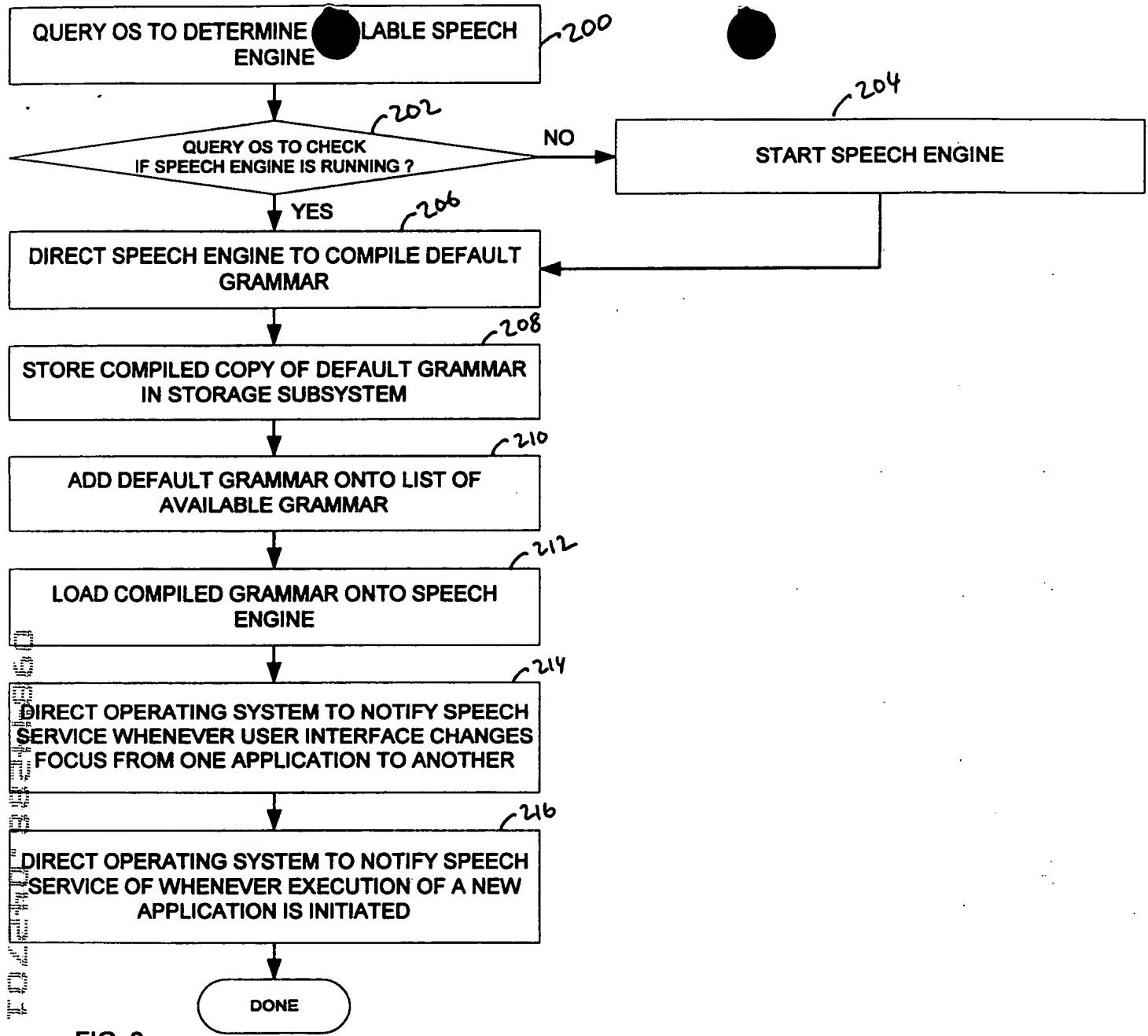


FIG. 2

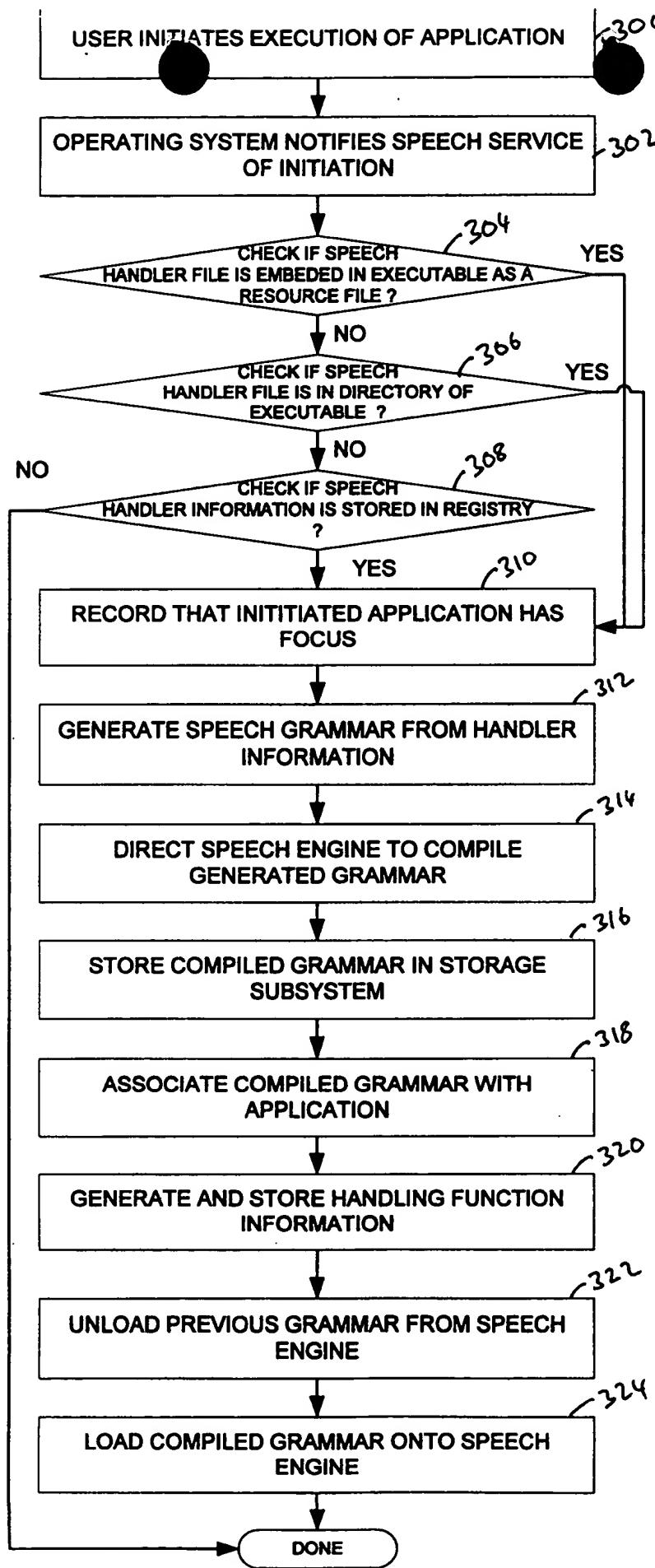


FIG. 3

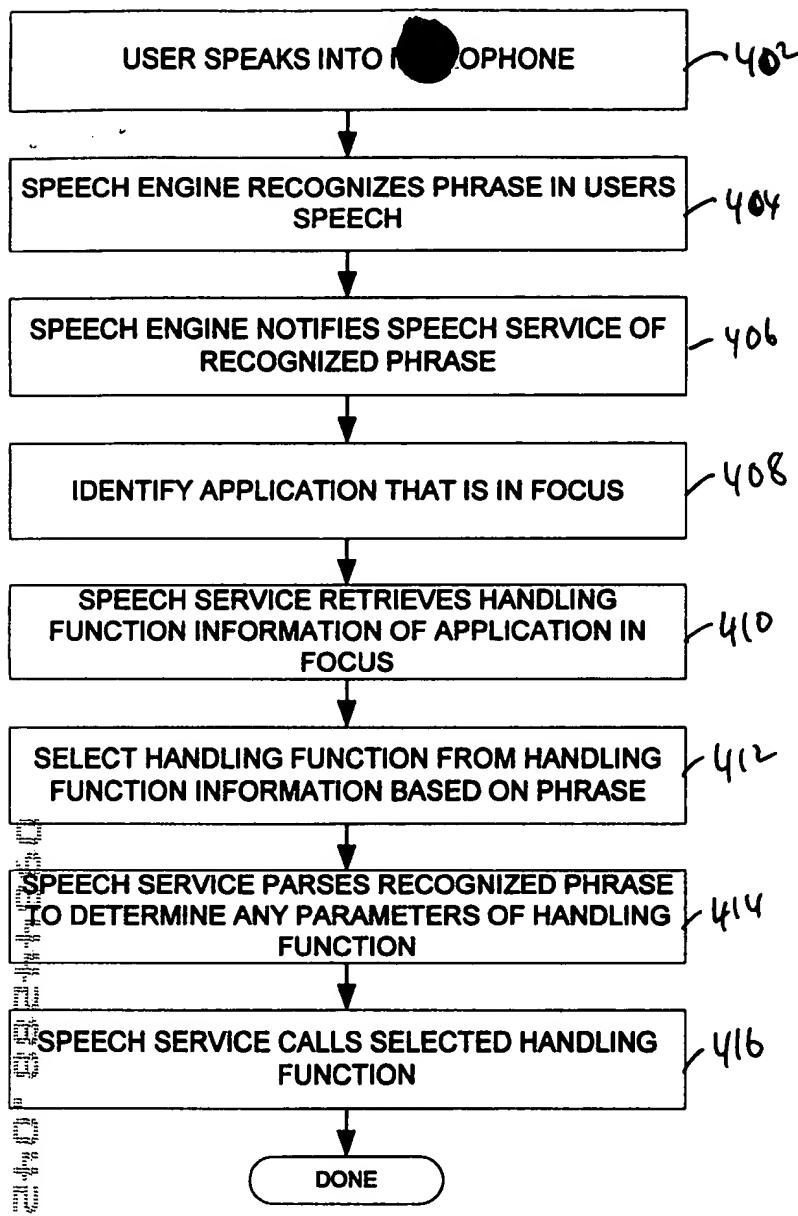


FIG. 4

Handling function	Phrase	
int jump(void)	jump	92a
int sendmail(char *recipient)	'Sendmail to * "recipient"	92b
int kick(char *person, char *bodypart)	Kick * "person" in * "bodypart"	92c

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FIG. 5

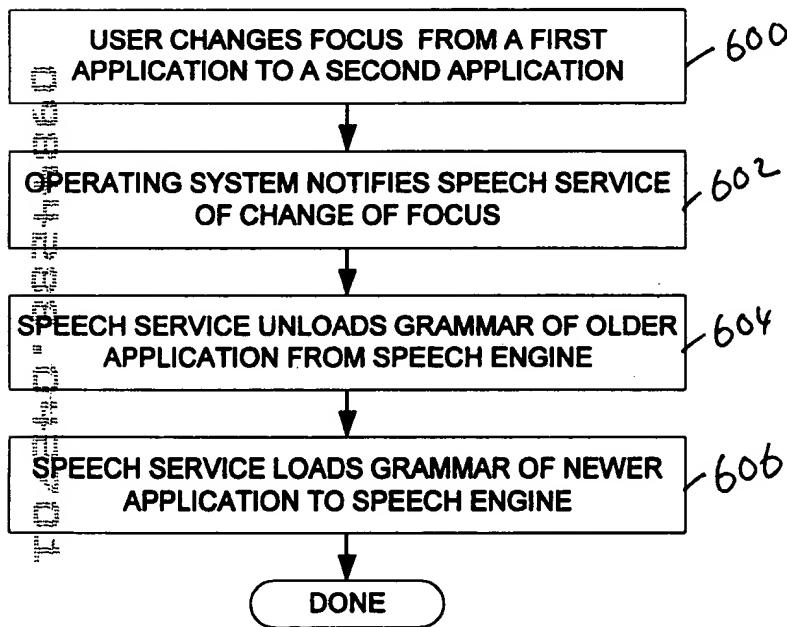


FIG. 6